

ABSTRACT

The disordered position of *payment point*, which are some near PLN office and the others are far, makes a problem, that is the high of cost to build a network between *payment point* and PLN office. To overcome the problem, the network that will be build between *payment point* and PLN office could use the *public network* such PSTN, GPRS, and or CDMA.

In this final project, we will build An Online Payment Point System, that can use their own network (*static IP*), either use *public network* as medium of communication. Because of the limitedness feature of *public network*, this system using an open *protocol*, that is *HTTP*.

The application that will be build, is using Apache 2.0 web server with PHP 4.3.9 as the application server. Borland Delphi 5 windows application and MySQL4.0 as the database.

From the implementation, we could summarize that by using *message* on HTTP protocol, the transaction in payment point could be recorded on the server directly (*realtime*). The cost for data communication for one period of transaction (20 days) is less than the cost that is needed by using the existing system.

Keyword: Payment Point, Online, Protocol, Public Network, HTTP, message, realtime